WHAT IS CLAIMED IS:

1. A game apparatus for displaying an aiming point on
a game screen, the aiming point being for use when an item to be
5   used in a game is thrown at an object in a game space, comprising:

object deployment means for deploying in a
three-dimensional space a plurality of objects to be displayed,
the plurality of objects including a player object;

operation means to be operated by a player;

10   throwable item selection means for selecting, in
accordance with an operation made to the operation means, one of
a plurality of items which are selectable by the player object
as throwable items;

target object specifying means for specifying as a target
15   object an object existing in a direction in which the throwable
item is to be thrown;

correspondence information storing means for storing
correspondence information defining which throwable item is
effective on which object on an item-by-item basis;

20   determination means for determining an effectiveness
of the throwable item on the target object based on the
correspondence information;

aiming point data generation means for generating aiming
point data to be used for displaying an aiming point indicating
25   the direction in which the throwable item is to be thrown, the

aiming point being displayed in a display mode which is varied depending on a determination result by the determination means; and

display control means for performing display control so that the plurality of objects deployed by the object deployment means are displayed on the game screen as three-dimensional images; the aiming point is displayed so as to overlap the target object based on the aiming point data; and thereafter the throwable item appears thrown at the aiming point in response to an operation made to the operation means.

2. The game apparatus according to claim 1, wherein,

a transparent object is placed in a neighborhood of at least one object in the game space displayed on the game screen, the transparent object being visually unrecognizable to the player,

the target object specifying means specifies as the target object one of the transparent objects that is located in the direction in which the throwable item is to be thrown, and

the correspondence information storing means stores correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

3. The game apparatus according to claim 1, further comprising positional relationship calculation means for

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calculating a positional relationship between the player object and the target object,

wherein the determination means determines the effectiveness based on the correspondence information as well as an effective range which is defined for each item and a calculation result by the positional relationship calculation means.

4. The game apparatus according to claim 3, wherein,

the positional relationship calculation means calculates a distance from the player object to the target object, and

the determination means determines the effectiveness based on the correspondence information as well as a shooting range which is defined for each item and the calculation result by the positional relationship calculation means.

5. The game apparatus according to claim 1, further comprising marking means for marking the target object in response to an operation made to the operation means, granted that the determination means determines that the throwable item is effective on the target object,

wherein the display control means controls a trajectory of the throwable item so that the throwable item hits the target object as marked by the marking means.

6. The game apparatus according to claim 5, wherein, if a plurality of target objects are marked by the marking means, the display control means controls the trajectory of the throwable item so that the throwable item hits all of the marked target objects.

7. A computer-readable recording medium having stored thereon a game program to be executed by a computer of a game apparatus which displays an aiming point on a game screen, the aiming point being for use when an item to be used in a game is thrown at an object in a game space, the game apparatus including operation means to be operated by a player and correspondence information storing means for storing correspondence information defining which throwable item is effective on which object on an item-by-item basis,

wherein the game program causes the computer to execute:

an object deployment step of deploying in a three-dimensional space a plurality of objects to be displayed, the plurality of objects including a player object;

a throwable item selection step of selecting, in accordance with an operation made to the operation means, one of a plurality of items which are selectable by the player object as throwable items;

a target object specifying step of specifying as a target object an object existing in a direction in which the throwable

item is to be thrown;

a determination step of determining an effectiveness of the throwable item on the target object based on the correspondence information;

5   an aiming point data generation step of generating aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode which is varied depending on a determination result by the determination step;

10   and

a display control step of performing display control so that the plurality of objects deployed in the object deployment step are displayed on the game screen as three-dimensional images; the aiming point is displayed so as to overlap the target object

15   based on the aiming point data; and thereafter the throwable item appears thrown at the aiming point in response to an operation made to the operation means.

8.   The recording medium according to claim 7,

20   wherein,

a transparent object is placed in a neighborhood of at least one object in the game space displayed on the game screen, the transparent object being visually unrecognizable to the player,

the target object specifying step specifies as the target

25   object one of the transparent objects that is located in the

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direction in which the throwable item is to be thrown, and

the correspondence information storing step stores correspondence information defining which throwable item is effective on which transparent object on an item-by-item basis.

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9. The recording medium according to claim 7, wherein,

the game program causes the computer to further execute a positional relationship calculation step of calculating a

10 positional relationship between the player object and the target object, and

the determination step determines the effectiveness based on the correspondence information as well as an effective range which is defined for each item and a calculation result by

15 the positional relationship calculation step.

10. The recording medium according to claim 9, wherein,

the positional relationship calculation step

20 calculates a distance from the player object to the target object, and

the determination step determines the effectiveness based on the correspondence information as well as a shooting range which is defined for each item and the calculation result by the

25 positional relationship calculation step.

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11. The recording medium according to claim 7,

wherein the game program causes the computer to further

execute a marking step of marking the target object in response

5   to an operation made to the operation means, granted that the

determination step determines that the throwable item is effective

on the target object,

wherein the display control step controls a trajectory

of the throwable item so that the throwable item hits the target

10   object as marked by the marking step.

12. The recording medium according to claim 11,

wherein, if a plurality of target objects are marked

by the marking step, the display control step controls the

15   trajectory of the throwable item so that the throwable item hits

all of the marked target objects.

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